Microservice Architecture: Optimizing for speed

An in-depth article upon what Microservice Architecture stands for and with it what pros and cons it brings along.

**“Microservice Architecture is a term used to define the procedure of dividing up an application into a series of smaller and more specified parts, where each part communicates with another through common interfaces.”**

To know more about microservices we must know a bit of the background story.

# Background

In the early stages of computer revolution, using almost any computer required writing a custom software. Only a Ph-D in science and computer could use these programing languages and entry into these programing languages was a tremendous task.

In the 1960s, the use of computer application skyrocketed and thus in 1964, **Basic** (a general-purpose programming language) was developed lowering the barriers for the entry in the programming allowing students without Ph-D to write executable programs.

The growth also brought forth a complexity of Software System which was overcome by the old times method of **Divide and Conquer**

1970s brought Modular Software development through the works of people such as **Edsger W. Dijikstra** (who in 1972 introduced the concept of Separation of Concern) and David **Parnas** (for his idea of modularity and information hiding in software’s for his paper of 1972)